

Docket No. F-7128

Ser. No. 09/935,964

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1-8. (Cancel)

9. (Currently Amended) A readable storage medium storing a three-dimensional image processing program for a video game system that has an image display means for displaying images and storage means for storing game program data to generate a shadow model of a solid model formed by polygons each having vertex normal vectors, the program comprising the steps of:

vertex sorting processing for sorting respective vertices of the polygons forming the solid model into visible-surface vertices facing in a direction toward a light source and hidden-surface vertices facing in a direction opposite from the light source,

said solid model being a character movable in a height direction in a simulated 3D space such that the character as a whole rises above and leaves a ground surface in the simulated 3D space;

storing in a memory unit magnification rates at which the hidden-surface vertices are magnified in the 3D space; and